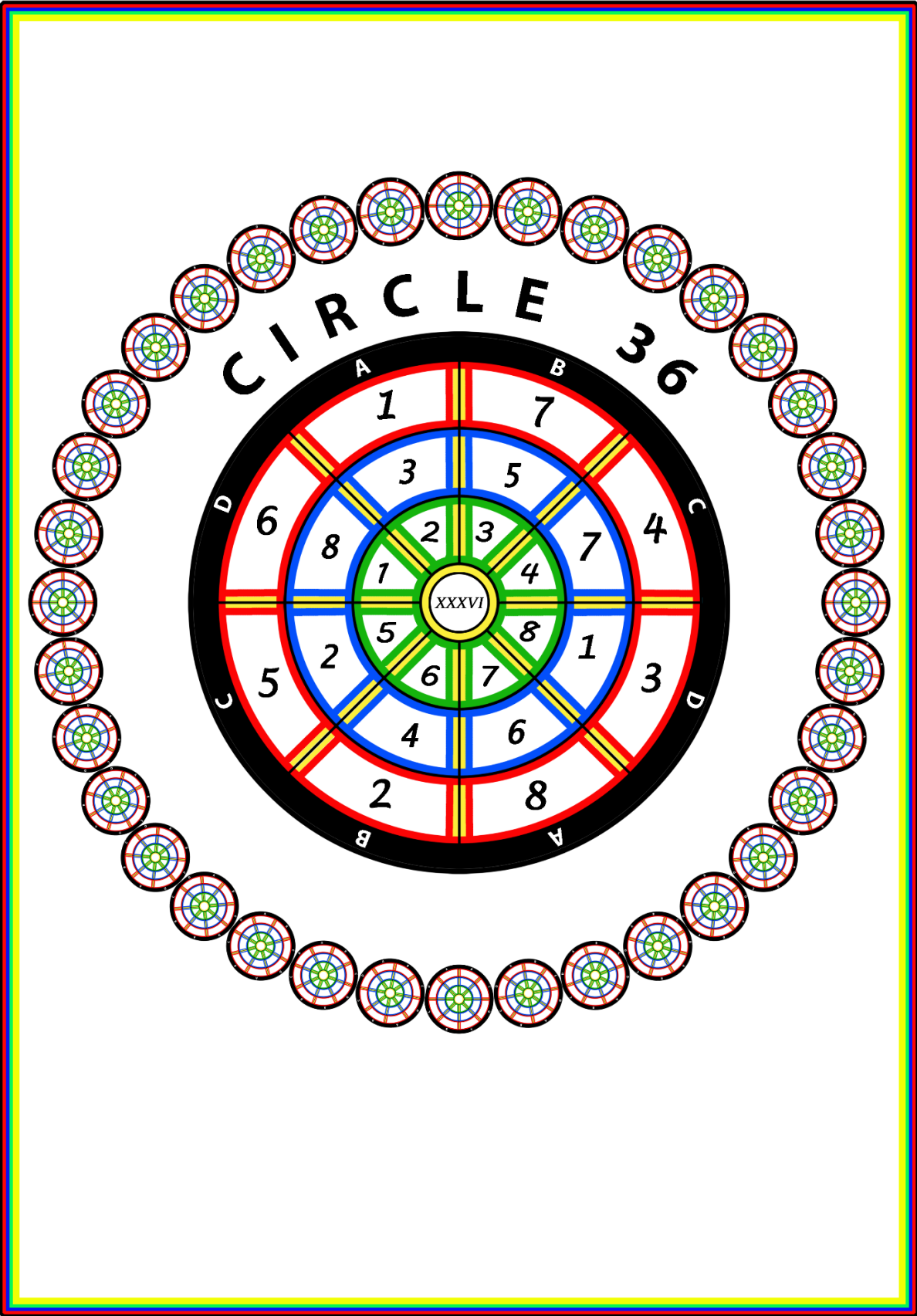
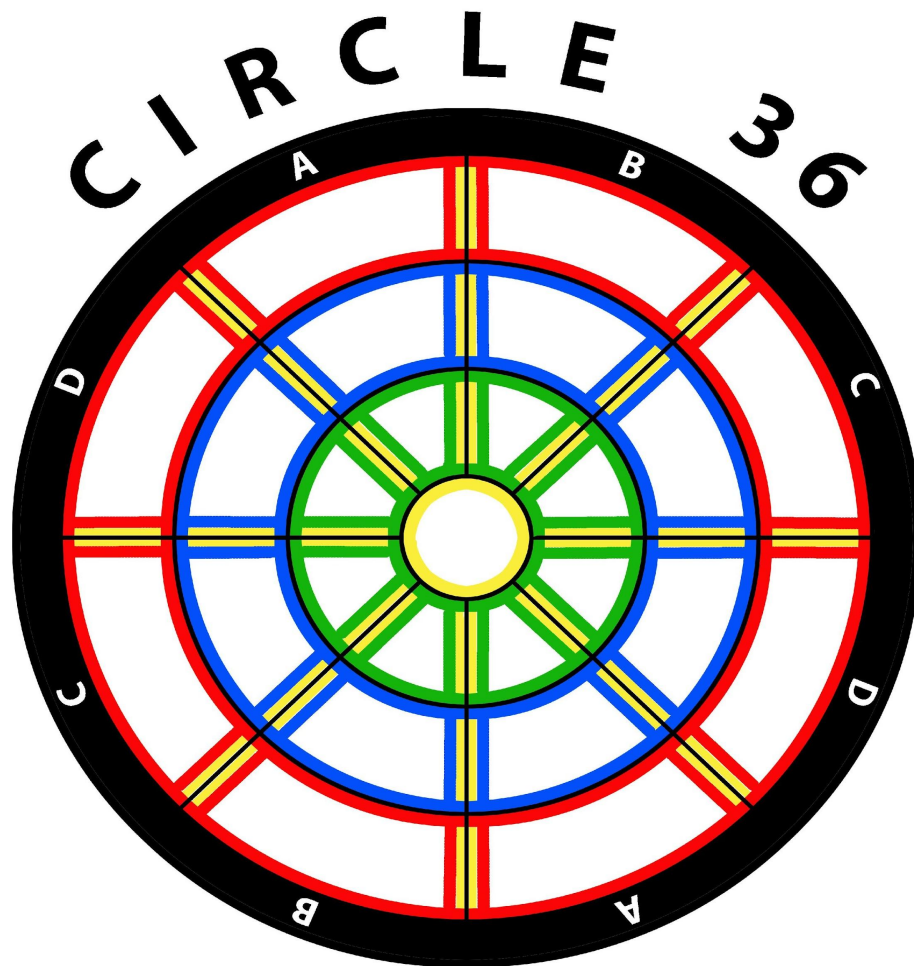






Circle 36 is a game for one or more players. The **Main Circle** contains three **Rings: Red, Blue, and Green**. Each ring is divided into **eight** spaces. Combined with the **Yellow** inner circle, there are **twenty-five** total spots where a player will insert numbers as the game progresses. The eight lines that divide the circle form four rows that are marked by the letters **A,B,C, and D**. Each row has **seven** spaces in them.

Players will try to fill the **Main Circle** with numbers that, when added together in each of the three circular areas or four rows, will equal **“36”**.

INSTRUCTIONS

1) All players will roll one of the dice to determine who starts the game. The highest number will go first followed by the player to their left in a clockwise direction.

2) To start the game two dice will be rolled. A player who rolls **doubles** has the option of taking the result of the roll or **rolling the dice again**. After they have finished rolling the dice, that player will announce their choice of the final two numbers to the other players. All players will enter those numbers in the appropriate squares for that round in the **Scoring Box**.

3) Each player has **three** options every turn:

1) They may choose one of the two numbers and enter it somewhere in the **Main Circle** on one of the **25** spaces. After entering the number, they will then draw a circle around that number in the **Scoring Box** to identify the one used.

2) Option two is to **add** the two numbers rolled together and enter the sum in the **Main Circle**.

3) The third option is to **subtract** the smaller number from the larger one and enter the difference in the **Main Circle**. A larger number may not be subtracted from a smaller one to obtain a negative number. If a player rolls doubles they may subtract one from the other to obtain a zero.

If they used either **Option 2 or 3** to obtain a number from the dice roll, they will first draw **one** circle around **both** numbers in the **Scoring Box**. This circle around both numbers shows that the numbers were added or subtracted. It is referred to as a **ComboCircle** in the **Scoring Box**. They will then circle the number where they placed it in the **Main Circle**. If the number is placed in the **Yellow** center circle it is **not** necessary to circle it.

4) After all players have entered a number in the **Main Circle** the next player will start round two by rolling the dice.

After entering a number in the Main Circle, the player's decision is final and the number may not be changed.

5) All players are allowed to use **Option 2 or 3** one time only **without** penalty. Each subsequent use of these options will result in a **1** point penalty. When the game is over, each player will count **all** of the **ComboCircles** in the **Scoring Box**, subtract **1**, and enter the result in the **Penalty Points** box.

6) If the four numbers located in the **upper half** of the **Red Ring** add up to **18** a player will receive **3** bonus points.

7) After **25** rounds, the game is over and players will use the **Scoring Box** to determine their points. The player with the highest point total wins the game.

Using the Scoring Box

During the course of the game players should enter each round's dice roll in the small squares on the right side of the **Scoring Box**. By having the two numbers for the round displayed right in front of them it will be easier to decide which number or numbers to use and where to put their final choice.

	Area Totals	Points Earned																
Red Ring	_____	_____	40	2	1	0	0	1			10			19				
Blue Ring	_____	_____	39	3	2	1	0	2			11			20				
Green Ring	_____	_____	38	4	3	2	1	3			12			21				
Row A	_____	_____	37	5	4	3	2	4			13			22				
Row B	_____	_____	36	8	7	6	3	5			14			23				
Row C	_____	_____	35	5	4	3	2	6			15			24				
Row D	_____	_____	34	4	3	2	1	7			16			25				
Red Circle 18 Bonus	_____	3	33	3	2	1	0	8			17							
Total Points Earned	_____		32	2	1	0	0	9			18							
Penalty Points	—	_____																
TOTAL POINTS																		
			Total ComboCircles ____ - 1 = Penalty Points															

When the game is over all players will add up the numbers in **each** of the three colored **Rings** and **Rows A,B,C, and D**. Enter the sum on the corresponding line in the upper left side of the **Scoring Box** under **Area Totals**. The player will then use the colored **Chart** in the middle of the **Scoring Box** to determine the **Points Earned** for each area.

To do this, start at the top line marked **Red Ring** and, using the number entered under **Area Totals**, find that number in the white area on the left side of the **Chart**. The **Points Earned** will be shown in the **Red** column just to the right of the two-digit number. After finding that number in the **Red** column, write it down under **Points Earned** for the **Red Ring**.

Repeat for each of the remaining six areas.

The first three vertical columns in the **Chart** (**red, blue, and green**) are used for finding the point values for the three colored **Rings**, and the last **yellow** column is used to figure **each** of the four rows **A,B,C, and D**.

If a bonus of **3** points was earned for having a total of **18** in the **upper half** of the **Red Ring**, the player should circle the **3** already entered in the **Scoring Box**. If they did not earn this bonus the **3** should be crossed out.

Add up all the **ComboCircles**, enter them on the **Total ComboCircles** line, then subtract **1**. Enter this difference in the **Penalty Points** box, then on the **Penalty Points** line on the left side of the **Scoring Box**.

The player will then add up all of the numbers in the **Points Earned** column and enter that on the **Total Points Earned** line. Finally, subtract any **Penalty Points** and enter the result in the **Total Points** box.

A circular diagram titled "CIRCLE 36" with concentric rings and radial lines. The center is a yellow circle with the number 9. The first ring is green with numbers 3, 8, 2, 6, 1, 7. The second ring is blue with numbers 7, 3, 8, 4, 1, 7. The third ring is red with numbers 3, 5, 4, 6, 3, 7. The outermost ring is black with letters A, B, C, D. Handwritten numbers in circles are 6, 2, 6, 1, 7, 3.

1	5	7
2	6	1
3	6	3
4	7	4
5	8	5
6	4	2
7	4	3
8	4	2
9	7	2

10	7	1
11	8	2
12	3	1
13	3	1
14	5	3
15	8	1
16	2	1
17	8	7
18	8	2

19	7	4
20	7	2
21	3	3
22	6	4
23	8	6
24	1	1
25	7	3

Dice Rolls

One (+ -) Circle allowed

Total (+ -) Extra Circles Penalty 3

In this example a few bad choices made both early and late in the game resulted in a lower score. In **Roll 25** (the last dice roll) there was one spot open in the **Green Ring** on **Line C**. The player took the dice roll of **1** and **8** and added them together to get **9**. They entered **9** in the last spot in the **Green Ring** to give **Line C** a total of **36** and the **Green Ring** **45**. This resulted in **3** points for **Line C** and **0** points for the **Green Ring**. However, they had to take one **Penalty Point** for a net gain of **2** points. If they had instead used the **1** from the **Dice Roll** in the last open spot in the **Green Ring**, the **Green Ring** would equal **37** and **Line C** **0**, giving them **3** points with no **Penalty**. The score would be **23** for the game.



	Area Totals	Points Earned
Red Circle	36	8
Blue Circle	36	7
Green Circle	45	0
Row A	36	3
Row B	41	0
Row C	36	3
Row D	36	3
Red Circle 18 Bonus		X
Total Points Earned	24	
Penalty Points	- 2	
TOTAL POINTS	22	

40	2	1	0	0
39	3	2	1	0
38	4	3	2	1
37	5	4	3	2
36	8	7	6	3
35	5	4	3	2
34	4	3	2	1
33	3	2	1	0
32	2	1	0	0

1	7	8
2	4	8
3	5	5
4	2	4
5	2	6
6	3	1
7	4	7
8	8	3
9	1	6

10	3	5
11	7	6
12	2	2
13	4	1
14	8	3
15	5	7
16	6	8
17	2	7
18	3	8

19	1	4
20	4	7
21	5	6
22	8	2
23	4	6
24	3	7
25	1	8

Dice Rolls

One (+ -) Circle allowed

Total (+ -) Extra Circles Penalty 2

This was a very good game that was close to a perfect score of **36**. **Row D** was the player's downfall. They still managed to pull out a great score, however, by subtracting the **6** from the **7** in the last roll to get **1**. This was the last **Dice Roll (25)** and was placed in the last open space in the **Green Ring**. Since they only used one (+ -) Circle (**ComboCircle**) there was no penalty.



	Area Totals	Points Earned
Red Circle	36	8
Blue Circle	36	7
Green Circle	36	6
Row A	36	3
Row B	36	3
Row C	36	3
Row D	24	0
Red Circle 18 Bonus		③
Total Points Earned		33
Penalty Points —		0
TOTAL POINTS		33

40	2	1	0	0
39	3	2	1	0
38	4	3	2	1
37	5	4	3	2
36	8	7	6	3
35	5	4	3	2
34	4	3	2	1
33	3	2	1	0
32	2	1	0	0

1	1	⑥
2	5	②
3	⑧	5
4	③	3
5	6	③
6	4	①
7	⑦	8
8	4	⑦
9	5	⑥

10	④	8
11	⑥	3
12	3	⑧
13	1	②
14	5	①
15	②	7
16	8	⑥
17	8	⑤
18	②	4

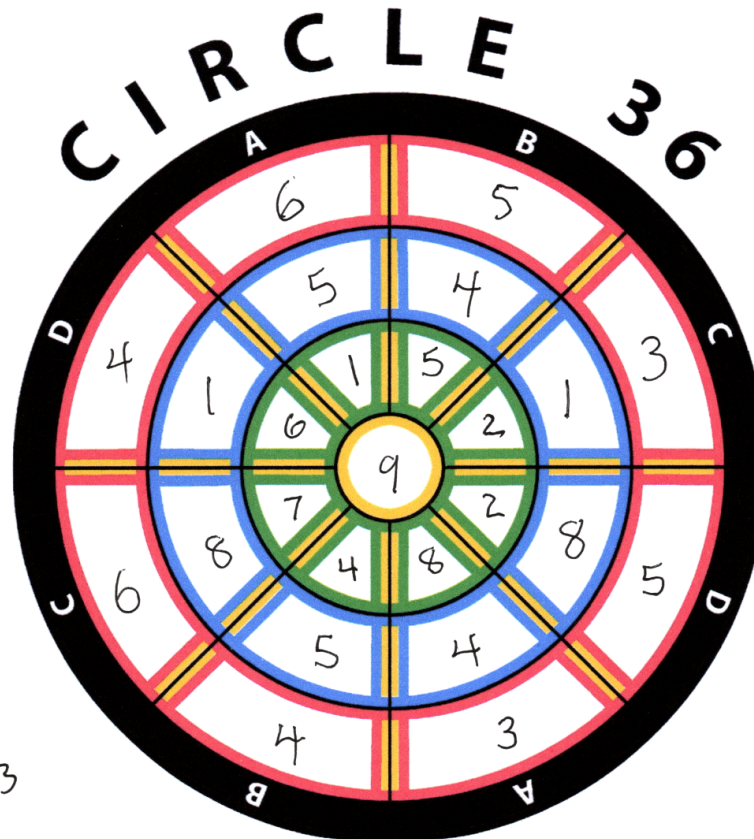
19	5	⑦
20	⑦	2
21	3	⑧
22	⑥	1
23	7	②
24	④	3
25	⑦	⑥

Dice Rolls

One (+ -) Circle allowed

Total (+ -) Extra Circles Penalty 0

This is the first game played with the newly designed scoresheet on 7-19-23. If I had been lucky on the last roll and rolled a **3** it would be a perfect game. The last spot open was in the **Green Ring, Row D** right. The **Dice Roll** was a **6** and a **2**, so the correct choice to use was the **2**.



GAR
7-19-23

	Area Totals	Points Earned
Red Ring	36	8
Blue Ring	36	7
Green Ring	35	3
Row A	36	3
Row B	36	3
Row C	36	3
Row D	35	2
Red Circle 18 Bonus		3
Total Points Earned		32
Penalty Points		0
TOTAL POINTS		32

40	2	1	0	0
39	3	2	1	0
38	4	3	2	1
37	5	4	3	2
36	8	7	6	3
35	5	4	3	2
34	4	3	2	1
33	3	2	1	0
32	2	1	0	0

1	6	1	10	8	6	19	8	7
2	5	2	11	7	4	20	3	2
3	7	5	12	6	4	21	5	6
4	5	1	13	8	4	22	4	3
5	4	5	14	6	2	23	6	1
6	8	3	15	7	1	24	8	8
7	5	4	16	8	6	25	6	2
8	5	1	17	6	1			
9	5	3	18	6	8			

Dice Rolls

Total ComboCircles 1 - 1 = 0 Penalty Points